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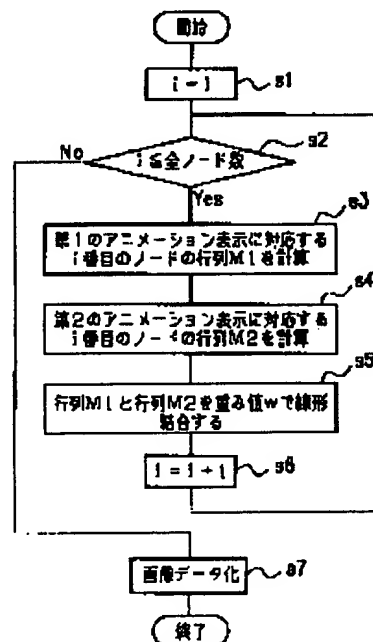
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(54) METHOD FOR DISPLAYING ANIMATION IN VIDEO GAME, VIDEO GAME DEVICE USING THE SAME AND MEDIUM READABLE BY COMPUTER IN WHICH ANIMATION DISPLAY PROGRAM IN VIDEO GAME IS RECORDED

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a method to make animation formed by synthesizing plural pieces of animation possible to be generated and displayed clearly and in real time, a video game device using the method and a medium readable by computer in which an animation display program is recorded.

SOLUTION: Display by synthesizing first and second animation display is performed by calculating a relative transformation matrix of nodes to constitute an image corresponding to the first animation display of a character (s3), calculating a relative transformation matrix of nodes to constitute an image corresponding to the second animation display of the character (s4), linearly coupling these relative transformation matrixes by a preset weight value (s5) and repeating processes for all nodes.

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